JASON AND THE MUNCHKIN CATS: THE ARGONAUTS' QUEST

A Fantasy/Adventure/Comedy in Four Acts

ACT 1: THE CALL TO ADVENTURE

SCENE 1: THE PROPHECY

(SETTING: The ancient city of Iolcus, a bustling metropolis of cat trees, yarn balls, and sunbeams. Cats lounge on velvet thrones, their tiny legs dangling above the ground.)

(KING PELIAS, a sleek black-furred Munchkin with a golden collar, paces his throne room, tail flicking nervously. He consults the ORACLE OF DELPHINI, a wise old tabby with one eye closed in perpetual judgment.)

ORACLE OF DELPHINI

(Hissing)
Beware the paws of Jason, for he shall claim the throne with the Golden Fleece in tow!

(KING PELIAS' ears flatten. He motions to his guards—fluffy Persian Munchkins—who exit to find Jason. CUT TO: A humble alley. JASON, a scruffy orange Munchkin, chases a laser dot. The guards corner him.)

- **Cut to:** A humble alley where **Jason**, a scruffy orange Munchkin with a heart of gold, chases a laser dot. He pounces—only to realize it's a trap. The guards corner him.

GUARD CAT #1

(Yowling)
By order of the King, you're coming with us!

(JASON leaps onto a windowsill, knocking over a vase, and escapes.)

SCENE 1A: THE BELL THAT GAVE HIM AWAY

(SETTING: A narrow gap between two crumbling walls. JASON presses himself flat, certain he's finally safe. His father's golden bell collar gives a single, delicate TINK.)

- Jason holds his breath. Every instinct he inherited from a father he never knew tells him

to stay silent, stay small, stay hidden.

- His father's golden bell collar—the one thing he refuses to take off, even to save his own hide—gives a single, delicate *tink*.

- The guards' ears swivel in unison toward the sound.

GUARD CAT #2

(Flatly)
Did the alley just... jingle?

(The guards drag JASON out by the scruff, his bell chiming merrily.)

JASON

(Muffled, dangling)
This collar is a family heirloom. It is NOT funny.

- It is, in fact, extremely funny to everyone but Jason. This is the first time we see the gap between the legend he's destined to become and the kitten who still hasn't grown into it.

SCENE 2: THE QUEST BEGINS

(SETTING: The docks of Iolcus. JASON meets ARGOS, a grizzled sea-cat with a peg leg.)

JASON

(Panting)
I need a ship. And a crew. And maybe a nap.

ARGOS

(Grinning, missing a fang)
You're in luck, kid. I've got a ship—the SS Scratching Post. And I know just the cats to crew her.

(MONTAGE: JASON and ARGOS recruit HERACLES, ATALANTA, ORPHEUS, and THE DIOSCURI.)

- **Heracles**: A massive Maine Coon Munchkin who lifts entire fish markets with his paws.
- **Atalanta**: A sleek, athletic Abyssinian Munchkin who can outrun any laser pointer.
- **Orpheus**: A dramatic Siamese Munchkin who sings haunting ballads (and puts everyone to sleep).
- **The Dioscuri**: Twin British Shorthair Munchkins who finish each other's sentences (and each other's snacks).

SCENE 2A: THE RECRUITMENT NOBODY TALKS ABOUT

(SETTING: A public bathhouse fountain. HERACLES is fluffed up, attempting to haul a marble basin. His leg slips and he falls into the water with a massive splash.)

- Heracles has been hired to demonstrate his legendary strength by hauling a marble fountain basin onto his back for a crowd of impressed onlookers. It is going beautifully. He is *fluffed to twice his size* with pride.

- Then his back leg, which is approximately four inches long, buckles on the wet stone.

- Heracles and the entire fountain basin go into the fountain. Water erupts twelve feet into the air. When it clears, Heracles is sitting in six inches of water, soaked flat as a dishrag, looking approximately one-third his usual size, with a single lily pad on his head.

- The crowd does not laugh. The crowd **howls**.

HERACLES

(With dignity, dripping wet)
I meant to do that. It was a... a diving demonstration.

- Jason, watching from the crowd, decides on the spot that this is exactly the kind of cat he needs — not because Heracles is strong, but because Heracles got up, shook himself off, and started laughing along with everyone else before the water even stopped dripping off his whiskers. It's the closest thing to nobility Jason has seen all week.

- Heracles never fully lives this down. The other Argonauts will bring up "the lily pad incident" for the rest of the voyage, and every time, his enormous shoulders sag exactly the same amount.

ACT 2: THE VOYAGE

SCENE 3: THE SYMPLEGADES

Setting: The SS Scratching Post sails into a narrow strait. Giant, jagged rocks loom on either side, clashing together like the world's deadliest catnip toys.

HERACLES

(Yowling as giant rocks clash)
We're going to be cat food!

- **Atalanta** leaps onto the mast, tail whipping in the wind. She ties a yarn ball to a harpoon and fires it at a passing seagull. The bird screeches, distracting the rocks long enough for the ship to pass.

JASON

(Grinning after ATALANTA clears the path)
Nice shot! Remind me never to play fetch with you.

SCENE 3A: ATALANTA AND THE THING SHE CANNOT OUTRUN

Setting: Belowdecks, that same night. The ship is rocking gently. Atalanta has not left her hammock in six hours.

- Atalanta, who has outrun cheetahs, curses, and an actual goddess, discovers the one opponent she cannot beat: the open sea. She is spectacularly, wretchedly seasick.

- She has barricaded herself belowdecks specifically so no one will see the fastest cat in Arcadia lying on her back with all four paws in the air, groaning at the ceiling.

- Argos finds her anyway, because Argos finds everyone eventually.

ARGOS

(Gently to a seasick ATALANTA)
First time on real water, huh? Even the toughest sailors go green their first crossing.

- Atalanta tries to summon her usual bite and instead makes a sound like a deflating bagpipe.

ATALANTA

(Muffled into her hammock)
If you tell a single soul about this, I will personally see to it that you never win another race for the rest of your nine lives.

- Argos, to his credit, never does tell anyone — which is exactly why, three chapters later, when Atalanta finally does something soft and unguarded for someone else, it lands so hard. He's the only Argonaut who's ever seen her be less than invincible, and he treats it like the gift it is instead of a weapon.

SCENE 4: THE ISLE OF LEMNOS

*Setting: A lush island where the **Lemnian Cats**, a colony of all-female Munchkins, have taken over. Their leader, **Queen Hypsipyle**, eyes the Argonauts with suspicion.*

QUEEN HYPSIPYLE

(Tail flicking)
What brings a ship full of toms to our shores?

JASON

(Diplomatic)
We seek the Golden Fleece. And maybe a few extra lives. We're cats, after all.

- The Lemnian Cats, impressed by Jason's charm (and Heracles' impressive fluff), agree to help. They restock the ship with **catnip** (for morale) and **tuna** (for energy).

SCENE 4A: THE DIOSCURI GET CAUGHT

Setting: The Lemnian storehouses, that afternoon, while the rest of the crew negotiates supplies.

- Castor and Pollux, congenitally unable to leave anything shiny or edible unattended, sneak into the Lemnian storehouse to "borrow" a jar of preserved sardines. They have a system. The system has never once worked.

- Castor knocks over a stack of clay jars. Pollux, diving to catch them, knocks over a second, larger stack. The resulting crash brings six Lemnian guard cats and Queen Hypsipyle herself.

- They are discovered sitting in a pool of spilled olive oil and broken pottery, each holding one end of the same sardine jar, both talking at once.

CASTOR

This isn't—

POLLUX

—what it looks like, we were just—

POLLUX "—what it looks like, we were just—"

CASTOR

—counting the jars, for inventory—

POLLUX

—purposes, official Argonaut business—

- Queen Hypsipyle stares at them for a long moment. Then she picks both of them up by the scruff, one in each paw, and deposits them in front of Jason like a mother returning a pair of misbehaving kittens.

QUEEN HYPSIPYLE

(Deeply unimpressed, holding them by their scruffs)
Yours, I believe.

- The twins, who have talked their way out of every scrape since kittenhood by finishing each other's excuses, discover that having two mouths does not help when both are equally guilty. For the rest of the voyage, "official Argonaut business" becomes crew shorthand for *obviously lying*, and it is Jason, not either twin, who ends up mortified — he has to apologize to Hypsipyle personally, which is somehow worse for him than it is for them.

SCENE 5: THE HARPIES

*Setting: The Argonauts land on an island where the **Harpies**—vulture-like creatures with the faces of very angry cats—guard a feast of endless salmon.*

- The Harpies dive-bomb the crew, screeching and snatching food.

- **Orpheus** steps forward and begins to sing. His voice is so beautiful (and loud) that the Harpies cover their ears and fly away.

ORPHEUS

(Smug after singing the Harpies away)
Told you my meows were legendary.

SCENE 5A: THE WRONG NOTE

Setting: Immediately after — Orpheus, riding high on his victory, decides to take a bow.

- Orpheus, mid-flourish, attempts one final triumphant high note for the cheering crew.

- His voice cracks. Spectacularly. It comes out less "voice of the muses" and more "cat door slamming shut on a tail."

- Dead silence. Then Heracles, still soggy-memoried from his own fountain disaster, starts laughing so hard he has to sit down.

HERACLES

(Wheezing after ORPHEUS' voice cracks)
Oh, thank the Sun Cat. I'm not the only one anymore.

- Orpheus's ears go flat against his skull. This is worse, somehow, than the Harpies. Losing to a monster is one thing. Cracking on the note that was supposed to cement his

legend, in front of the only cats whose opinion he's quietly decided he cares about, is another.

- It's Atalanta — of all cats — who breaks the tension, deadpan: "Congratulations. You've officially made a worse sound than the Harpies." The crew loses it entirely. Orpheus sulks for exactly one hour before admitting, privately to Jason, that it was "possibly, technically, a little bit funny." It's the first time in the whole voyage he laughs at himself instead of performing confidence he doesn't feel — a small crack in the armor that matters more than any ballad he sings after.

ACT 3: THE GOLDEN FLEECE

SCENE 6: THE DRAGON OF COLCHIS

*Setting: The sacred grove of Colchis. The **Golden Fleece** glows atop a tree, guarded by a **Giant Serpent** (who is, frankly, terrified of cats).*
(The ARGONAUTS hiss at a GIANT SERPENT. It slithers away. JASON leaps and snags the GOLDEN FLEECE.)

- **Jason** leaps (as high as a Munchkin can leap) and snags the Golden Fleece with his claws. It's heavier than it looks. He drags it back to the ship, where the crew cheers.

SCENE 7: THE BETRAYAL

*Setting: The return voyage. **Medea**, a mysterious black-furred Munchkin who joined the crew in Colchis, reveals her true allegiance—to King Pelias.*

MEDEA

(Hissing)
Sorry, Jason. But the King pays in premium catnip.

- She steals the Golden Fleece and escapes in a rowboat. The Argonauts give chase, but a storm (or possibly a very large wave from a passing whale) separates them.

SCENE 7A: THE VILLAIN'S ALLERGY

Setting: Moments before the betrayal, as Medea delivers what she has been mentally rehearsing as her devastating final monologue.

- Medea has been waiting for this moment since Colchis. She has practiced the line. She has practiced the *hiss*. She rises to her full, dramatic height on the ship's rail, the Fleece clutched in her jaws, moonlight behind her, everything perfectly staged.

MEDEA

(Trying to be dramatic, then sneezing violently)
Sorry, Jason. But the King pays in premium cat—hhhtsCHOO!

- The Fleece, which has been sitting in a crate of the Lemnian catnip restock for two days, triggers a sneeze so violent it knocks Medea clean off the rail and into a coil of rope.

- She sneezes four more times in a row, each one smaller and more undignified than the last, while the entire crew watches her supposedly terrifying exit dissolve into a fit that ends with her sitting in a rope pile with watering eyes and a Fleece-shaped catnip cloud around her head.

MEDEA

(Sniffling from a pile of rope)
...I still have the Fleece.

- She escapes anyway — dignity in ruins, mission technically intact — and it's this scene, more than the theft itself, that softens her in the crew's memory afterward. A villain who can be undone by catnip is a villain it's hard to stay angry at for long, and it plants the seed for why Jason never lets Argos or Heracles say a bad word about her once the dust settles.

ACT 4: THE RETURN

SCENE 8: THE FINAL SHOWDOWN

Setting: The throne room of Iolcus. King Pelias gloats, the Golden Fleece draped over his throne. Jason and the Argonauts burst in (after a dramatic slow-motion leap through a window).

KING PELIAS

(Smirking)
You're too late, Jason. The Fleece is mine!

JASON

(Grinning)
Not for long.

- **Chaos ensues:**

    - Heracles **pounces** on the guards.
    - Atalanta **knocks over** a pillar, causing the ceiling to collapse (distracting everyone).
    - Orpheus **sings** so loudly that Pelias' ears flatten in defeat.
    - Jason **swipes** the Golden Fleece and holds it aloft.

KING PELIAS

(Yowling as ORPHEUS sings)
Fine! Take it! Just… just stop the singing!

SCENE 8A: THE KING'S UNDIGNIFIED EXIT

Setting: The chaos of Scene 8, one beat later, as Pelias attempts to flee the collapsing throne room with what remains of his authority intact.

- Pelias, mid-retreat, tries to make his exit look like a strategic withdrawal rather than a panicked scramble. His golden collar — the very symbol of his stolen crown — catches on the arm of his own throne as he bolts.

- The throne, top-heavy and already unbalanced from the falling ceiling, tips over and drags Pelias with it. He is hauled backward across his own throne room floor by his collar, yowling, in full view of every guard, servant, and Argonaut present.

- He fetches up against a pillar, collar askew, crown knocked sideways over one ear, looking considerably less like a tyrant and considerably more like a cat who has just been walked on a leash against his will.

KING PELIAS

(From the floor, his collar caught on the throne)
I— this is a tactical position.

- Nobody buys it. Even his own guards have to look away to keep from laughing, which does more to end his reign in that moment than the Fleece ever does — a king isn't overthrown just by losing an object, but by becoming, for one unrecoverable second, something the room can laugh at instead of fear.

SCENE 9: THE NEW KING

Setting: The throne room, now under new management. Jason lounges on the throne, the Golden Fleece at his paws. The Argonauts celebrate with a feast of tuna and catnip.

JASON

(Purring on the throne)
Not bad for a bunch of short-legged legends.

ARGOS

(Raising a tiny goblet of milk)
To Jason—and the greatest purr-ade in history!

- The crew **meows** in agreement. The Golden Fleece glows, and the camera pulls back to show the *SS Scratching Post* sailing into the sunset, its sails billowing like a cat's tail in

the wind.

EPILOGUE

- **Narrator (V.O.)**
- **Post-Credit Scene:** The Dioscuri, still finishing each other's sentences, argue over who gets the last piece of tuna. **Cut to black.**

Character Backstories

Breed: Orange Tabby Munchkin **Personality:** Brave, loyal, and a little clumsy. He's the undercat who always lands on his feet.

Backstory:

- Born in the alleys of Iolcus, Jason was raised by **Chiron**, a kind old tortoiseshell cat who taught him the ancient art of "pouncing with purpose."
- His father, **Aeson**, was the rightful king of Iolcus, but was overthrown by King Pelias. Jason was hidden away as a kitten to protect him.
- As a young cat, he once tried to climb the Great Cat Tree of Iolcus to prove his worth. He fell halfway up but landed in a pile of yarn, unharmed. The other cats saw this as a sign of his destiny.
- His most prized possession: A tiny golden bell collar, passed down from his father.

Fun Fact: Jason has a habit of knocking things over when he gets excited.

Inner Life (NEW): Jason doesn't actually believe the prophecy about him. Not really. He's spent his whole life being told he's destined for greatness by cats who never once let him decide what greatness should look like, and underneath the grin, he's terrified of the day the crew realizes the "chosen one" is mostly improvising. He overcompensates by taking on responsibility for things that aren't his fault — Hypsipyle's broken jars, Medea's betrayal, the ceiling he didn't personally collapse — because being blamed for something is at least a kind of control. The bell collar he refuses to remove isn't sentimental so much as a leash he's chosen for himself: proof he belongs to a lineage, even when he doesn't feel like he belongs anywhere. His clumsiness isn't just comic relief; it's what happens when a cat who was raised to be invisible suddenly has to take up space.

Heracles

Breed: Maine Coon Munchkin **Personality:** Strong, boisterous, and a little vain about his fluff.

He's the muscle of the group.

Backstory:

- Born under the **Full Moon of Nine Lives**, Heracles was granted extraordinary strength. Unfortunately, this also made him the target of Hera's (a very grumpy Sphynx cat) eternal wrath.
- As a kitten, he performed **Twelve Impossible Tasks** as penance for eating the sacred tuna of Mount Olympus. His tasks included:
    - Slaying the **Hydra of the Litter Box** (a multi-headed serpent that kept stealing his toys).
    - Capturing the **Golden Yarn Ball** (which turned out to be a very fast mouse in disguise).
    - Cleaning the **Augean Stables** (a.k.a. the world's dirtiest cat box).
- He joined the Argonauts to prove that even a cat with a checkered past could be a hero. Also, Jason promised him all the tuna he could eat.

Fun Fact: Heracles once lifted an entire fish market to save a kitten trapped underneath.

Inner Life (NEW): For all his size, Heracles is the crew's softest heart, and he hates that about himself almost as much as he loves it. The Twelve Tasks left him with a reflex to treat every failure as a moral debt that must be repaid in humiliation — which is why he can laugh at the fountain disaster so quickly: some part of him genuinely believes he deserves the embarrassment, that being laughed at is cheaper than being resented. He's the first to admit fault and the last to accept comfort. What he actually wants, more than glory, is to be trusted with something breakable — a kitten, a secret, a friend's bad day — and not have it be a "task." Jason offering him a place on the crew with no strings attached is the first time in his life anyone has asked for his strength without also asking for penance.

Atalanta

Breed: Abyssinian Munchkin **Personality:** Fast, fierce, and fiercely independent. She doesn't need anyone's help.

Backstory:

- Abandoned as a kitten, Atalanta was raised by the **Street Cats of Arcadia**, who taught her to hunt, fight, and outrun anything on four legs.
- She earned her place among the Street Cats by winning the **Great Yarn Chase**, a brutal race through the alleys of Arcadia. She won in record time—while carrying a mouse in her mouth.
- Atalanta was the only cat to ever outrun **Artemis**, the goddess of the hunt. Artemis cursed her to never lose a race… unless she *wanted* to.

- She joined the Argonauts after Jason challenged her to a race. She let him win. Just this once.

Fun Fact: Atalanta once raced a cheetah. The cheetah is still trying to catch up.

Inner Life (NEW): Atalanta's independence was never a preference; it was a survival strategy that worked so well she forgot to stop needing it. Being abandoned as a kitten taught her that the fastest way to avoid being left is to leave first, and to never need anyone enough for it to hurt when they go. Her seasickness — the one weakness the sea finds that speed can't outrun — terrifies her not because she's sick, but because it's proof her body can betray her control, and control is the only thing she's ever fully owned. That she lets Argos see it, and lets Jason win their race, are the two biggest concessions of trust she's made in her adult life, and neither cat will ever hear her call it that.

Orpheus

Breed: Siamese Munchkin **Personality:** Dramatic, poetic, and a little *too* in love with the sound of his own voice.

Backstory:

- Born with the **Voice of the Muses**, Orpheus' meows could charm the birds from the trees (and the fish from the water). Unfortunately, they could also shatter glass and give the other cats migraines.
- As a young cat, he fell in love with **Eurydice**, a beautiful Calico Munchkin. Their love was legendary—until she was taken by the **Shadow of the Underworld** (a very large, very grumpy black cat named Hades).
- Orpheus ventured into the Underworld to bring her back. He succeeded… but looked back too soon, and she vanished forever. He's been singing sad ballads ever since.
- He joined the Argonauts to find new inspiration for his music. Also, Jason promised him an audience.

Fun Fact: Orpheus once sang a lullaby so beautiful that a pack of angry dogs fell asleep mid-chase.

Inner Life (NEW): Orpheus performs confidence the way other cats perform tricks — constantly, and mostly for himself. Losing Eurydice taught him that looking back, hesitating, doubting even for a second, costs everything, so he's built a personality entirely out of forward momentum and grand gestures, because stillness is where the grief lives. The cracked note in front of the crew is more frightening to him than the Harpies because it's a crack in the only self he's let anyone see since the Underworld. That he can, eventually, laugh at it with Jason is a small but real sign that he's starting to let people see the cat underneath the performance — not because he's stopped grieving, but because he's stopped needing every note to be perfect in

order to be worth listening to.

Argos

Breed: Tabby Munchkin with a peg leg (chew toy) **Personality:** Wise, gruff, and the closest thing the crew has to a grandfather.

Backstory:

- Once the greatest sailor in all of Greece, Argos was captain of the *SS Nine Lives*. That was before the **Great Storm of Meow-zeus**, which took his ship, his crew, and his left hind leg (now replaced with a chew toy peg leg).
- He retired to a quiet life of napping and telling exaggerated stories at the **Purr and Tail Tavern**, until Jason walked in and asked for his help.
- Argos initially refused, but Jason reminded him of the one thing he'd lost: **adventure**. (And maybe a little guilt about the time Argos accidentally sat on Jason's tail as a kitten.)
- He joined the Argonauts as the ship's captain, navigator, and resident storyteller.

Fun Fact: Argos claims to have once wrestled a kraken. The kraken's version of the story is slightly different.

Inner Life (NEW): Argos exaggerates his old sea stories not out of vanity but because the true version — the storm that actually took his crew — is one he still can't tell without his voice failing him. He recognizes something of his younger self in every embarrassed, overcompensating Argonaut aboard the *Scratching Post*, which is exactly why he's the one who never mocks a failure: Heracles in the fountain, Atalanta seasick belowdecks, Jason's jingling collar. He's already lost a crew once to circumstances he couldn't control, and he has quietly decided this one will not lose a single cat to something as fixable as shame. Being handed Atalanta's secret and asked to keep it isn't a burden to him — it's the first time in years anyone has trusted him with something more fragile than a rope or a rudder.

The Dioscuri (Castor and Pollux)

Breed: British Shorthair Munchkin Twins **Personality:** Inseparable, mischievous, and always finishing each other's—

Backstory:

- Born under the **Twin Moons**, Castor and Pollux share everything: food, naps, and even thoughts (which is why they finish each other's sentences).
- As kittens, they were the terror of their neighborhood, pulling pranks like stealing all the yarn in the village or tying the mayor's tail to a doorknob.

- Their parents eventually sent them to live with their uncle, **King Tyndareus**, who hoped to teach them some discipline. It didn't work.
- The twins joined the Argonauts after Jason caught them trying to steal the *SS Scratching Post*'s figurehead (a very shiny goldfish). Instead of punishing them, Jason offered them a spot on the crew.

Fun Fact: The Dioscuri once switched places for a week just to see if anyone would notice. No one did.

Inner Life (NEW): The twins' constant mischief is partly boredom and partly an old, unspoken fear: if they're not memorably, chaotically themselves, they risk being treated as interchangeable — which is exactly what happened the week nobody noticed they'd swapped places, and which stung far more than either admits. Getting caught red-pawed in Hypsipyle's storehouse is mortifying not because they're punished, but because for one excruciating moment they're just "the twins who stole from the Queen," a single unit blamed as one, instead of two distinct cats who happen to love each other's company. Jason's habit of addressing them individually — actually pausing to figure out which is which — is a small kindness neither of them has ever mentioned out loud, and both of them notice every single time he does it.

Medea

Breed: Black Munchkin with piercing green eyes **Personality:** Mysterious, cunning, and always three steps ahead of everyone else.

Backstory:

- Born into the **Royal House of Colchis**, Medea was trained in the dark arts by her aunt, **Circe**, a powerful sorceress.
- She was exiled from Colchis after she refused to use her magic to help her father, **King Aeetes**, conquer neighboring kingdoms.
- She wandered the world as a mercenary, selling her skills to the highest bidder. She joined the Argonauts under the guise of helping Jason, but her true loyalty is to **King Pelias**, who promised her the throne of Colchis in exchange for the Golden Fleece.
- Medea has a soft spot for Jason, though she'd never admit it. She also has a habit of collecting shiny objects.

Fun Fact: Medea once turned an entire army into mice. They've since formed a support group.

Inner Life (NEW): Medea's catnip allergy is the least dramatic thing about her and the thing she's most ashamed of, precisely because everything else about her has been engineered — the mystique, the timing, the perfectly delivered hiss — and a sneeze is the one reaction she's never been able to control or rehearse. She took Pelias's deal not out of greed but because being exiled from Colchis taught her that loyalty is a currency, not a feeling, and she'd rather be

the one who names her price than the one left waiting to be discarded again. Her soft spot for Jason unsettles her more than any enemy, because it's the first unrehearsed feeling she's had in years — which is exactly why the catnip scene, however undignified, matters: it's the one moment in the story where the real Medea, allergies and all, is visible underneath the sorceress.

King Pelias

Breed: Sleek Black Munchkin with a golden collar **Personality:** Ruthless, power-hungry, and a little paranoid.

Backstory:

- Pelias wasn't always a tyrant. Once, he was a humble alley cat, scraping by on scraps and dreams of grandeur. That changed when he found the **Crown of Iolcus**, a magical artifact said to grant its wearer the power to rule all of Greece.
- With the crown's power, Pelias overthrew Jason's father, **Aeson**, and claimed the throne for himself. He's been ruling with an iron paw ever since.
- Pelias is obsessed with **prophecies**, especially the one that foretold his downfall at the paws of Jason. He's tried everything to stop it: hiring assassins, sending monsters, even bribing the Oracle of Delphini.

Fun Fact: Pelias sleeps with one eye open. Just in case.

Inner Life (NEW): Pelias's paranoia isn't really about Jason; it's about the alley cat he used to be, the one who knows exactly how fragile a stolen crown is because he watched Aeson lose one just as easily. Every guard he hires and every prophecy he chases is an attempt to buy certainty in a life he knows, deep down, was built on luck and a magic artifact rather than merit — which is precisely why being dragged backward across his own throne room by his own collar is so devastating to him. It isn't just an injury to his dignity; it's the crown's power exposed, for one unrecoverable second, as nothing more than a shiny object a much smaller cat happens to be wearing.

Queen Hypsipyle

Breed: Tortoiseshell Munchkin **Personality:** Fierce, protective, and the undisputed ruler of the Isle of Lemnos.

Backstory:

- Hypsipyle was once a princess of Lemnos, but when a plague swept through the island,

the women (and cats) of Lemnos realized they didn't need men (or toms) to rule. They overthrew the king and established a matriarchy, with Hypsipyle as their queen.
- She's a skilled warrior, leading her army of Lemnian Cats into battle with nothing but their claws and their wits. They've never lost a fight.
- Hypsipyle initially distrusted Jason and his crew, but she saw potential in them. Plus, she had a soft spot for Argos.

Fun Fact: Hypsipyle once single-pawedly defeated a band of pirate dogs.

Inner Life (NEW): Hypsipyle's suspicion of "a ship full of toms" is rooted less in prejudice than in exhaustion — she rebuilt Lemnos out of plague and grief once already, and she has no patience left for anyone who might unravel it carelessly. Catching the Dioscuri red-pawed doesn't actually anger her; it amuses her more than she lets on, because their clumsy, obvious guilt is refreshingly harmless compared to the political scheming she's used to fending off. Her soft spot for Argos is the one thread of herself she keeps entirely separate from her rule — a reminder that the girl who used to be a princess, before she had to become a queen, is still in there somewhere.

The Oracle of Delphini

Breed: Old, One-Eyed Tabby Munchkin **Personality:** Cryptic, wise, and a little bit sassy.

Backstory:

- The Oracle has been the voice of the gods for centuries. She was once a normal cat, but after she ate a **Sacred Catnip Leaf** from the Tree of Knowledge, she gained the ability to see the future. Unfortunately, she also gained a permanent squint in one eye.
- She's served kings, queens, and even the occasional dog (though she charges them double). Her prophecies are always true… but they're also always *vague*.
- The Oracle has a soft spot for Jason, as she saw his destiny long before he was born.

Fun Fact: The Oracle once predicted a great flood. The cats of Delphini built an ark. It rained the next day.

Inner Life (NEW): The Oracle keeps her prophecies vague on purpose — not out of mysticism, but mercy. She's seen enough futures unfold to know that a cat handed the exact shape of their destiny stops living it and starts merely performing it, the way Pelias has spent his whole reign performing the role of a doomed tyrant instead of simply ruling well. Her fondness for Jason comes from watching, long before his birth, a version of events where he never learns to laugh at his own clumsiness — and turns out considerably worse for it. The vagueness isn't cruelty. It's the only gift she can give a kitten who needs room to become someone, rather than a script to follow.

The Golden Fleece

Not a cat, but deserves a backstory:

- The Golden Fleece isn't just a shiny pelt—it's the **Heart of the Sun Cat**, a divine feline said to have once pulled the sun across the sky.
- When the Sun Cat retired, its fur was woven into a fleece and hidden away in Colchis.
- The Fleece is said to grant its owner **unlimited lives** (or at least, that's what the legends say). In reality, it's more of a symbol of power and destiny.
- Many have tried to claim it. All have failed. Until Jason and his Munchkin Argonauts, that is.

Fun Fact: The Fleece is warm to the touch and smells faintly of catnip.